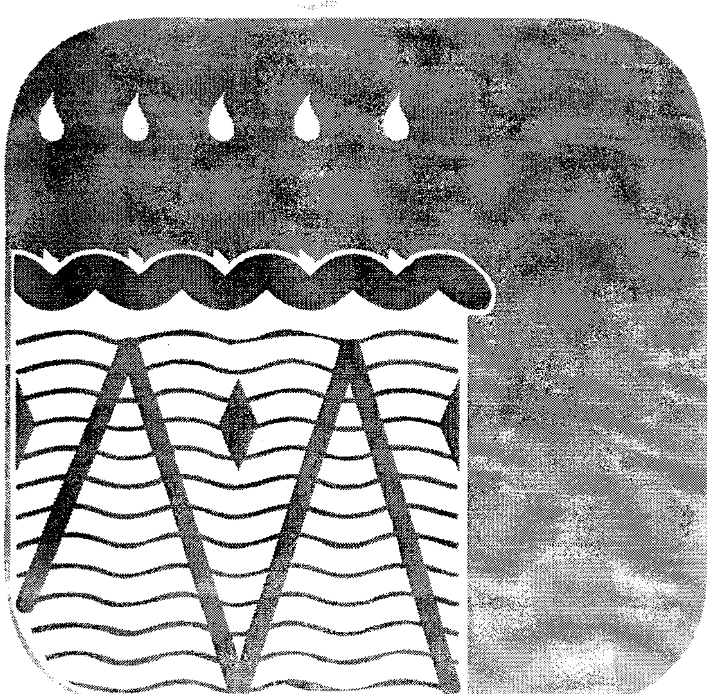
Issue: Fall 1995
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HBO ATARI USERS' GROUP

NEW! GAZETTE

The Hamilton, Burlington, Oakville ATARI Users' Group Newsletter
for 8-Bit and ST Atari Systems

Happy Birthday!



H.B.O

Celebrating it's 14th Birthday

September 1981 - 1995

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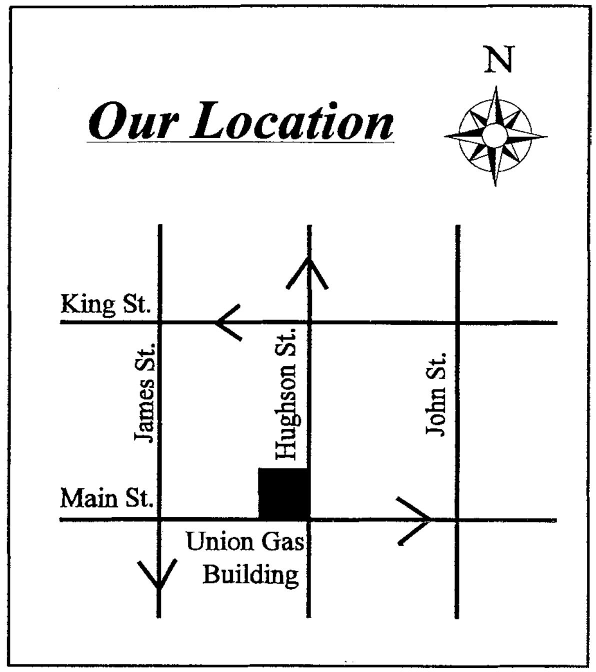
The H.B.O. Gazette is a publication of the Hamilton, Burlington, Oakville, Atari Users' Group P.O. Box 35543 StrathBarton Postal Outlet, Hamilton, Ontario L8H 7S6

Membership

Membership Dues are $20 per person per year or $3 per meeting. The first meeting attended is free! The executive reserve the right to waive this policy for specified meetings. Membership includes a Gazette subscription and enhanced access to the club BBS, H.B.O. Online at (905)573-3704 and preferred pricing of the club public domain disks.

Meetings

Meetings are held in the Blue Flame room in the Union Gas Building at 20 Hughson Street South in Hamilton at 7:30 on the Second Tuesday of each month from September to June. There are no summer meeting nights.



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Message from the President

Welcome back! This September, we are celebrating the start of the 15th season of the Hamilton, Burlington, Oakville Atari Users' Group. It seems incredible that after 15 years, there still are some people interested in Atari 8 bit computers. Atari ST owners are also celebrating the first decade of their computer.

When the H.B.O.A.U.G. was formed in a Burlington library in September 1981, home computers were just in their infancy. There was no thought to the end of our Users' Group given....just what software or hardware to review next! Now, Atari computers are in the twilight of their existence as a consumer product. Users for the most part are long time users such as myself, or new users who have picked up an "obsolete" computer pretty cheap.

Whatever the reasons may be, people have stopped coming to the H.B.O. Atari Users' Group. I know of many former H.B.O. members who still own Ataris and don't bother coming to the meetings anymore. Maybe the H.B.O. has been around so many years that they take it for granted that when they want to come out to a meeting it will be there. Others who have Ataris have intentions of coming but never do.

But my (few) friends reading this editorial, the writing is on the wall. This is crunch time. Use it or lose it. It is that plain. I have taken over as the interim editor. If you caught the Gazette summer issue, I am sure you liked what you saw. This is just an example of what the H.B.O. can be if we just have some renewed enthusiasm for our club. The club is more than the executive. As I said in the summer issue; If we don't have at least 12 people (not including executive members) begin to show up for our meetings, I feel we should consider bringing our club to a close.

I don't know about you, but I have enjoyed my association with the HBO Atari Users Group. I have met many people I now associate with through the club. I have acquired an Atari collection that would have been the envy of **EVERY** member of our club in the early 1980s. And, I have collected these fine Atari systems because of the people I have met at the club. I will be using my Atari long after this club fades to black.

However, I would rather have a group of like minded Atarians to meet with 10 times a year, to obtain new software easily, to see new things I might not have purchased or seen, and of course to read a high quality Gazette with all the Atari news still floating around.

Let those who still have Ataris know that the club is on the verge of folding. Only by a renewed interest by the **MANY** people who have come to the H.B.O. in the past can we hope to have a 16th season.

Oh, by the way, HAPPY BIRTHDAY H.B.O.!!

William M. Moeller

William M. Moeller
The "Prez"

Next Meetings:
Tuesday October 10, 1995
Tuesday November 14, 1995

The H.B.O. filling a niche

An alternative look at the role of the Hamilton Burlington Oakville Atari Users' Group by our Club Correspondent, Glen Atwell

The Hamilton Burlington Oakville Atari Computer Users' Group meets in the Blue Room of the Hamilton Union Gas Building. This is not News. This is Do Or Die for our Computer club. Our club has been suffering, just as other small computer clubs have been over the last few years. Key members attendance has been dropping off, or members have dropped out altogether as the excitement of ACE'95 has begun to fade.

WE have a problem in the H.B.O.; Low attendance. This problem seems to impact on the subsequent meetings with a domino like effect. The June meeting was meant to turn this problem around. In my mind, the Internet Night was meant to bring out the NON-Atari users and make the meeting worth while. It worked. We had two fine guest speakers, David Cartier of World Chat and Sam Mesbah from the Toronto Atari Federation. I made a few telephone calls to friends and relatives who I knew were interested in "getting WIRED". In addition, a few posts on local BBS boards produced a nice sized meeting of 14 people.

This might seem small compared to most internet seminars, but actually it was just the right size in order to answer everyone's questions. Unfortunately, over half of the executive of the club were absent, including the Librarian. However, on a positive note the club managed to produce a really decent newsletter for distribution.

The speakers were comfortable and knowledgeable. The small size of our group was appropriate as we huddled in around the Clone laptop to see all the details of Internet Surfing. What we discovered was this. Atari, as a second computer, is plausible. It can be likened to having a second language. Not all of us had an ST or Windows based machine or an 8 bit Atari for that matter, but we all had interest in the World Wide WEB, Gopher and FTP. We discovered we had more in common than a particular *BRAND* of computer.

ATARI®

Perhaps the H.B.O. can take this further. What can we as a club do with "Computers" which are not just Atari computers? For instance, I could write this report on a Old PC laptop at work, save the file in ASCII and later port it to my Atari to spell check. I can then upload this document, from my Atari, to the H.B.O. BBS, or any other on-line service. This service could be a UNIX box. The document could end up as E-mail to be picked up by a PC for editing and printed later on a MAC Laser printer for the Next club meeting.

Will it still be an ATARI related topic? Perhaps not to some, but to me, it keeps the Club working together. In an age of "Bigger", "Faster" and "Better", if we can find a niche and support each other, that is good enough for me.

Editors' note: There was a discussion in the Executive this month, about whether or not to let other disenfranchised computer owners such as Coco, C64, and Adam users join our club. This would in effect, make us a "computer" club and not an "Atari" computer club. As an executive member, I am opposed to this move. In my opinion, if there is not enough demand for an Atari club in Hamilton and the H.B.O. fails, it should fail. I for one, would not like to sit through or attend topics of such a broad range of computers.

Nor would I help organize such a meeting or

club. The H.B.O.A.U.G. has enough difficulty as it is, being equitable between both Atari lines of computers. I have been told by ex-H.B.O.A.U.G. members who STILL own their Ataris (collecting dust no doubt), that they would still be coming to the meetings if we supported the ***IBM***, of all things! As if there isn't enough support for those machines already! I come to this club for the ***ATARI*** support, and I want it to stay that way.

Have a different opinion? Want a chance to comment on this article? Call our BBS!

Call H.B.O. Online at 573-3704

Internet Bits

From: classics@nacs.net (Steven J Tucker)
Newsgroups: comp.sys.atari.8bit
Subject: APE 1.04 is here!
Date: 22 Aug 1995 19:26:29 GMT
Organization: The Church of Insomnia
Reply-To: classics@nacs.net

After much much more work than I ever thought I would put into this project, APE (The Atari Peripheral Emulator) version 1.04 is ready for public release!

What is APE? Here is some information from the users manual:

The Atari Peripheral Emulator (APE) is a advanced serial application that emulates an entire subsystem of Atari 8 bit peripherals using your existing or purchased SIO2PC compatible serial conversion device.

What SIO hardware does APE emulate?

The following SIO hardware and command systems are supported:

** Full cooperation with REAL SIO devices, such as disk drives.*
**SpartaDOS ULTRA SPEED I/O in any drive/density*
** Up to 8 Diskette Drives*
** Single, Double and 1050 Enhanced Density for any drive*
** Disk images of Up to 16 megabytes in size!*
** PC MIRROR drive gives access to files on your PC hard drive with any Atari Dos!*
** Emulation of the Atari 850 interface, allowing you to use your PC modem and printer from any Atari application that can use the 850 interface. 100% 850 stage 1 compliant.*
** Hardware flow control for the PC modem using the R: device.*
** Basic SIO Commands Supported*
- Read Sector
- Write Sector
- Put Sector
- Disk Drive Status
- Controller Format Diskette
- Controller Format Enhanced Density Diskette



-Read Percom Extended drive configuration block
- Write Percom Extended drive configuration block
- Force ULTRA SPEED
- ULTRA SPEED I/O Sector Skew Format Diskette
- Print to 850 interface

** XF551 High Speed Read Sector*

* XF551 High Speed Put Sector
* XF551 High Speed Write Sector
* Happy Warp Speed Read Sector
* Happy Warp Speed Put Sector
* Happy Warp Speed Write Sector
* Happy 'Are You Happy?' Command
* Happy Read Status Command
* Happy Format Diskette
* Happy Init Controller
* Happy Reset Drive
* Happy Set Unhappy Mode
* Happy Set Fast Write
* Happy Force Protect
* Happy Force Write

What hardware is required to use APE?

APE talks to the SIO bus of your Atari 8 bit home computer using an SIO2PC compatible serial cable. This serial device provides the hardware required to convert the voltage levels present on the Atari SIO bus to levels compatible with the PC serial port.

This device hooks directly to the SIO port of your Atari computer, and to the serial port of your PC compatible computer. No interface or other additional hardware is required!

What advanced features set APE apart?

** APE can utilize your PC modem as an ATARI modem, no expensive 850 interface or other hardware is required. Registered users have full serial access at Up to 19.2k bps.*

** APE is currently ready to handle 38.4k bps connections for use with high speed modems. This will premiere in registered version 1.05.*

** Future revisions of APE will allow serial access at 57.6k bps. This is currently being tested and does work.*

** Ape can emulate Happy and XF551 warp speed (2x) I/O rates, allowing you to use dos systems such as MyDOS and Atari DOS at warp rates.*

** Ape 1.05 will contain a feature never before seen on the Atari computer: SIO DISK ACCESS AT * 3x * standard SIO rates using an XL/XE software OS patch. That's 1.5x faster than Happy, XF551 and USDOUBLER ULTRA SPEED!*

** Loading and saving of block configurations. Load Up to 8 disks instantly at the push of a button.*

** PC MIRROR drive allows direct access to all the files on your PC hard drive from MyDOS, Atari DOS, etc. Copy your files with ease and let APE do the work!*

**User definable keyboard macros allow automation of any APE function.*

** Write protection of your ATR images.*

** And much more!*

How can I get APE?

APE has been uploaded to the Merit Atari Archive at atari.archive.umich.edu, and will appear in the 8bit/Ape directory.

Until then, you can contact me directly for a distribution package.

I will ne happy to e-mail the distribution to you uuencoded, about 90k. If you do not have e-mail access send a SASE w/ a 1.44M diskette to the address below and I will return it by postal mail. Include $2 if you cannot provide a diskette.

You may contact me the following ways:

Internet E-mail:
classics@nacs.net [this is the preferred addr]
dh395@cleveland.freenet.edu
[emergency backup]

Telephone: 216-237-5308. Anytime you can catch me at home is pretty much ok. Just try and call before 11pm EST.

Snail Express: Steven J Tucker
9897 York Road
North Royalton, Ohio 44133
USA

Ordering the registered version of APE:

Ape is distributed as SHAREWARE, on the 'try it before you buy it' system. See REGISTER.DOC in the shareware distribution for information on obtaining the enhanced version of APE.

Updates to the program since public beta version 8 was released:

* *Bugfix for 1050 formatting and status routines*
* *Happy high speed reads now supported*
* *New syncro code added, great improvement!*
* *Better swapping method, you no longer have to press the existing image first, either is fine.*
* *Happy high speed write support added*
* *Some extended Happy commands now supported*
* *Write protection of images now effective*
* *Command line options added*
* *User now asked to mount image after creation*
* *850 Interface serial emulation now working at 9600 baud*
* *Scrapped 850 interface code and starting rewriting some public domain R: code.*
* *Automatic switching between command and concurrent I/o mode now working*
* *PC MIRROR directories are now built on the fly*
* *Support for 43/50 line screens installed*
* *850 Interface R: emulation now working at 19.2k bps*
* *Added General/Serial configuration screen*
* *Added command filters*
* *Added slow machine display options*
* *Added user definable framing value*
* *New streamlined core serial I/o routines. Much faster now.*
* *Now recognizes many more extended happy commands*
* *Added hardware flow control for PC modem, now works automatically.*
* *Added user definable flow control threshold*
* *Added the ability to load and save block configurations*
* *Added enhanced command line help and registered CL features*
* *Added Path/Macro configuration screen*
* *Added support for default paths and file extensions*
* *Added support for quick macros, and editing code*
* *New consolidated configuration menu, 'I' function for printer configuration now in this menu.*
* *Improved and incorporated my multi-type text browser into APE. Can also be called from the command line. (reg)*
* *Improved file selector, now has title and user can enter wn path/filespec using the TAB key.*

Public Thanks:

Where to begin! When I started APE it was nothing but a little program that could read single density sectors out of ATR images, and it didn't even do that well :) Without the help, encouragement and suggestions of the following people APE would not be here.

William Kendrick, Itay Chamiel, Kevin Atkinson, Tamas Bene, Rick Cortese and everyone else who's e-mail cannot be found at the moment :) Also thanks to everyone in the newsgroup who helped out!

Steven J Tucker

A review of "The Net"

By William M. Moeller

I recently saw the movie "The Net" with Sandra Bullock. What did I think? Well, the story has some good points. There is a lot of intrigue, and action. The story is pretty basic. The main character is a net junkie computer expert who spends all of her time on the Internet conversing with other computer nerds.

She stumbles into a computer based conspiracy by trading software viruses. The bad guys want her dead, and they use the "net" to ruin her life. Well, as predictable, she fights back.

The problem I have with this story is that it is so improbable. My first criticism is that NO ONE who only sits in front of a computer all day long and eats pizza, is as good looking as Sandra Bullock. She obviously goes to the gym every day to work on that body of hers ☺. And, they over do it with all the computer "buzz words" such as "virus", "web page" and such.

In this movie they must all have modems that run at 114,400 bps rather than 14,400 bps and all have at least 150 MHz "Pentiums". Maybe

the computers in this movie went so fast because they were "Macs" <big grin!>.

The fact is, that this *could have* been a good story. Tone it down a little on the conspiracy theory, and make the computer action a little more realistic and I might have enjoyed the film a lot more.

But, Hollywood has never been able to realistically portray what computers are capable of. Remember "Gilbert" in "Revenge of the Nerds" programming a cartoon of a nerd couple with just a couple of keystrokes? Or, in War Games, a computer so intelligent it actually called up people? Anyhow, the bottom line is that I would recommend that you *waitforthe@video.com* ;-).

Atari Video Gaming Scene

By Larry Popa

Hey gamers! This summer has been good for Jaguar owners! Several summer releases include Burnout, Pinball Fantasies, Flashback, and White Men Can't Jump, as well as a hardware add on to allow four players (the Team Tap) and a hint book. Unfortunately I've only had an opportunity to play Flashback, and I bought the hint book. I'll review Flashback and give show more Jag codes.

Dino Dude's Cont'd

More Level Codes

Level 41	Large Mug
Level 42	Half a Bet
Level 43	Sing Sing
Level 44	Brown Cow
Level 45	Iron Horse
Level 46	White Male
Level 47	Box Office
Level 48	Corny Fur
Level 49	Atom Cat
Level 50	Free Wheeling
Level 51	Bush Fire
Level 52	Car Bra
Level 53	Pork Pies
Level 54	Stormy Weather
Level 55	Stage Coach
Level 56	Quay Bored
Level 57	Splash Down
Level 58	Bug Politics
Level 59	Shake Spear
Level 60	School Zone
Level 61	Pink Marble
Level 62	Rolling Plains
Level 63	Icon Drive
Level 64	Carrot Top
Level 65	Quill Pen
Level 66	Tutti Frutti
Level 67	Public Enemy
Level 68	Big End
Level 69	Tan Parlor
Level 70	Never Ready
Level 71	Shark Fangs
Level 72	Stool Pigeon
Level 73	Prom Queen
Level 74	Red Letter
Level 75	Corn Pone
Level 76	Bilge Pump
Level 77	Sixty Four Bit
Level 78	Half Mast
Level 79	Walking Boss
Level 80	Space to Let

JAGUAR™

Infinite Time:

At Password Screen, enter
<AC>
"TIME STANDS"
<OK>
<AC>
"STILL FOREVER"
<OK>

Infinite Dudes:

At Password Screen, enter
<AC>
"ONCE DEAD"
<OK>
<AC>
"TWICE BORN"
<OK>

Iron Soldier:

Cheat Codes (Enter in Options Screen):
Insane Difficulty:
6, 8, 2, 4
All Levels and Weapons:
3, 7, 6, 6, 8, 2, 4, 2
Infinite Ammo: 2, 7, 2, 8, 3, 7

Scroll Title Screen:
Press up or down to scroll the title screen.

Swivel Mech View:
At the mech configuration screen, select add or remove weapons and press one or two to swivel the mech.

Display Mission Stats:
Press 8 during gameplay

Single-Frame Advance:
While paused press one or three to advance one frame at a time.

Repair Mech:
When the low energy warning starts launch a cruise missile and hit yourself with it (I know it sounds crazy but it does work).

Ultra Quick Rotation:
Hold A+C while turning.

Kasumi Ninja

Cheat Codes (Done in the change code screen, while holding A+C on Controller 2)

Both Players Same Character:	6, 2, 1, 5, 4, 4
Midget Player One:	7, 4, 3, 8, 7, 1

Raiden:

Infinite Lives and Bombs:
Hold 1+4+7+3+6+9+Option at first boss

Syndicate:

To start with $100, 000, 000 and all weapons and mods, and access to all of the missions: Enter "To The Top" as your company name.

Tempest 2000

Cheat Codes:

Enable Cheating:	At Main Menu hold1+4+7+A
Skip to Next Level:	Option
Enable Warp Round:	6

Enable Rotary Controller:
At the Game Option screen press pause on both controllers

Pause Bug:
After successfully completing the "Bacon/Jupiter River" Bonus Round press pause right as it switches back to the normal game (Approximately two and a half pules of the Excellent graphic)

Trevor McFur in the Crescent Galaxy

Activate Cheats:
Type 1, 1, 9, 3 at the title screen

Cheat Commands: (Press on Controller 2 at any time)

Skip to the next stage	Option
Speed up background	Right
Slow down background	Left
Speed up foreground	A
Slow down foreground	B
Fire special weapon	C
Power up Gun	1
Bomb Powerups	2
Mark other moons	3
Invincible	4
Cycle sound effects	0
Play Sound Effect	*

Flashback

First Impressions

Flashback is smooth and slick and has everything a good sci-fi movie would have. When I first plugged in the cart it played a long introduction animation sequence showing a bit of the story so far. It starts in the middle of the action with you having no memory. You learn the past in pieces - hence the name Flashback. It is not until the very end that you discover the real truth about everything. It has animation sequences all throughout the game which really add to the story and fit in perfectly (they're not just there for show like in some games).

Graphics *****

The graphics in this game are top notch. The animation is fluid and there is lots of it. The characters in the game are very well animated. There are some guards in the game which morph into different shapes similar to the liquid metal robot in Terminator 2. It just looks fabulous.

Sound **

Bah! This could have been done a lot better. It's a shame to see such jaw dropping graphics matched with very poor sounds. The music was mediocre at best and just plain annoying at it's worst.

Game Play ***

Mixed feelings here. The game play was great and I had a blast when I rented it, but I also finished the game on the second day of my rental (on the easy setting mind you but that still isn't a good sign). Even though it was very fun to play, I can't see it being very fun for long - since once you've beaten it, why bother anymore?

Overall 10/15

This game is definitely worth a rental and a is a lot of fun (I must of played it 8 hours straight the day I first rented it), but I don't know if it is really worth $70-$80 to buy it brand new. I know if I bought it I'd played it a while, beat it on the medium and hard settings, then put it on the shelf for months and months. Maybe for $30-$40 I'd buy it used, but that would be as far as I would be willing to pay for this title...

Read it, play it.

H.B.O. Happenings

The June 1995 meeting was all about the Internet. Sam Mesbah from T.A.F. and David Cartier from World Chat were guest speakers. The Internet was discussed with regards to Atari computers. In addition, World Chat told us what they had to offer as an Internet provider.

It is being discussed in the Executive about the possibility of setting up an H.B.O.A.U.G. "Web page" through World Chat who have offered to provide us with a Web site free of charge. All that is required, of course, is to subscribe.

The club BBS, H.B.O. Online has been getting few calls from club members but is starting to attract new Atari owners. Roger Perrie, our Sysop is looking at the possibility of changing to better software and bringing in the FIDO Net Atari Net feeds. It is possible to allow Email exchange between Fido BBS's and the Internet, so this may be an interesting area for our club to explore.

At the executive meeting, it was decided that the focus of the September meeting be Video for your Atari. The October meeting will be about mass storage which includes hard disks, CD-Rom drives, tape storage, Syquest drives, high density floppies and any other devices that are out there. There will be discussions about your options as well as a few demonstrations. Volunteers are requested to help with various demonstrations. Please see an executive member to arrange a demonstration.

Tentatively, the November meeting will be a Swap meet. However, this may change as the meeting comes closer, depending on demand for such an event.

The H.B.O. Gazette will be published 5 times a year versus 10 times a year. This change will allow a much bigger and better Gazette than we have had in recent years.

The H.B.O. has been attending off and on the last couple of years, the "Ontario Computer Faire" held each September and May in the Burlington arena. When we have attended, we have endeavoured to sell PD/Shareware and give out free information to the club. It has been decided that it is not worth the effort to sell disks, and that we will be there for Information only and will sell our Gazette to interested parties. This should give us a better indication of who is seriously interested in joining our organization.

Operation Blood (For Atari 8-bit machines)

A software review By Peter Taplay

Operation Blood is a fine game distributed by TOP-Magazin. It was written by P. Kalinowski and P. Bulkowski for Mirage Software Ltd. It has good graphics and sound and is very similar to its' big brother in the arcades (Operation Wolf). The Nintendo version scrolls better and has more colour, but is functionally the same. The documentation is in German, so I was not able to read any of the information in the two page booklet that comes with the disk.

The game itself gives you a first person view of a counter-terrorist battle. You use a joystick to continuously move your gunsight over the sideways scrolling play area. The goal is to shoot all the bad guys (including their tanks and helicopters) without taking too much damage yourself. Watch out for the commando that rolls in from the side!

Your health is tracked on the bar graph on the left of the screen, and your ammunition is on the right. Your score and some messages about other weapons is at the bottom, I think. Unfortunately this game suffers from the same thing most European programs have. The last screen lines are not visible because they are too far down on our North-American NTSC monitors. Too bad, 'cause it detracts from an otherwise great game.

It is good to see that there are still a few good games being released for our machines...lets hope we see more in the future!

Operation Blood (Operation Wolf Clone)
Distributed by TOP-Magazin
C/O Tobias Geuther
Alfred-Rienhardt StraBe 73a
0-4073 Halle (Salle)
Tel. 788 0148

Video and the Atari 8-bit

By William M. Moeller

Many Atari 8-bit owners have known for quite a while, that the best (only) new software coming out for their machines, is from Europe. There, many people in former Eastern Bloc countries such as Poland, still program for the Atari 8. However, there has been a problem running this new software on NTSC North American televisions/monitors. Fortunately, there has been a hack done by an American named Nir Dary. Nir, a former resident of Israel, had his father ship him his PAL Atari 130XE because his European games did not work. After some determined hacking, Nir found that the solution to getting North American Ataris to run PAL Software was to replace the NTSC Antic chip with a PAL version and change one byte of the OS Rom. Nir Dary is selling this modification but his supply of PAL Antic chips is very limited. For more information write to;

Nir Dary 19185 Castlebay Ln. Northridge, CA 91326

Quite recently, a new company called MYTEK, released a GENLOCK for the Atari 8-bit computer. A GENLOCK allows you to mix computer graphics with video images and capture them on video tape. This device which attaches to your Atari by plugging into the GTIA chip costs $239 U.S. funds for a total system. Units are now in stock, ready to ship. For more Information write to:

MyTek 819 Corby Avenue, Santa Rosa, CA 95407
Internet: mytek@genie.com

Do you have a 600xl and want to use it with a monitor? How about an Atari 800xl that could use improved composite video output? Well, the December 1993 issue of Atari Classics magazine has a "Super Video Upgrade" article that you MUST get! This article from Ben Poehland, details how to improve your video performance by doing his modifications. Many people who have done this mod, or have had it done, rave about how much it improves the video performance of their Atari. Contact the new Atari Classics for back issue information.

H.B.O. 8-bit and ST Library Report

I can see a light at the end of the tunnel or is that just the HARD DRIVE ready light? The reorganization is not yet complete but I have finally settled on a system. The library will be based on themes such as Disk Operating Systems, Games, Word Processors, Utilities, etc. Each newsletter I will cover one theme with descriptions of what we in the library. It will cover the latest know versions of each program and any quirks I hear about on Genie or elsewhere. If you have a later version than I report or other information on any program pass it along to me. Monthly disks will be based on any programs I come across or that members give me. So help!! I have access to GENIE and get the ATARI 8-BIT INTERNET messages so I will be making disks of what I download. The messages will be on the BBS after the meetings so check out the interest still shown in the venerable 8-BIT. The files are listed under INF????.ARC so let me know what you think. Buy a disk and read at your leisure.[hint hint] I will possibly be able to relay any comments or replies to these messages. As soon as I get time to catch up on my reading and try a few replies myself I'll let everyone know.:> The Main Themes for the library include:

DISK OPERATING SYSTEMS

UTILITIES — ARCHIVERS, COPIERS, UPGRADES, ETC.

GRAPHICS — DEMOS, DRAWING, PRINTSHOP, ETC.

WORDPROCESSING
— TEXTPRO, DAISYDOT, ATARIWRITER, ETC.

EDUCATION

DATABASES

MUSIC

TELECOMMUNICATIONS — BBS'S — OASIS, ETC.

TERMINALS — BOBTERM, ETC.

GAMES — ARCADE, BASIC, ML, ETC.

HOME AND BUSINESS

ELECTRONICS AND MISC

Editors Note:

The ST Librarian this month failed to get his report in on time. Therefore, in this issue there will be no ST library report. Hopefully, we will have an addendum to the Gazette with ST library information.

HBO Classified Ads

For Sale:
Atari 1040 ST & SC1224 colour monitor 1st Word,ST BASIC, GFA BASIC, Logo, Degas Elite, Music Studio, 4 Abacus books, lots of discs, and working basic programs. Spare mouse. Call Eric Oldfield 383-7698

For Sale:
ICD Multi I/O 256k
Includes printer and modem cables, 130XE adaptor board, original instructions, box and disk Comes with IBM case and power supply, 40 meg MFM hard disk, Adaptec 4000a and all cables, ready to go — $250 obo.
Call 905-544-3387 and ask for Bill

For Sale:
Atari 400 with 48k and a "B" keyboard and Atari 810 Floppy drive. Includes two joysticks, paddles and dust cover with 10 disks full of software. Asking $35 obo call 905-544-3387 and ask for Bill.

For Sale:
Atari 1050 disk drive (stock) asking $20 obo call 905-544-3387 and ask for Bill

For Sale:
Atari 520 ST with 1 meg memory, RF modulator, Mouse, Single sided 3.5 inch drive, user manual, Basic manual, 1st Word and a couple of games.....$75 obo Call 905-544-3387 and ask for Bill